

ALLIANCE PRESENT

John Madden Football - Full Documentation

by Baser Evil/Alliance

The game has been out awhile, but no docs. So here they are,
finally. Have fun I guess....

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-----[1]

FIRE OFF THE LINE: STARTING UP THE GAME

To play John Madden Football, you need an Amiga with a minimum 512k of free memory. If your computer has 1MB or more of free memory, you'll also hear special music features during the game.

NOTE: John Madden Football is not hard drive installable!

Before loading, make copies of your disks. You'll need two, blank, formatted floppy disks.

To make copies of your disks:

1. Turn on your Amiga (Amiga 1000 owners, insert Kickstart 1.2 or 1.3.)
2. Insert Workbench into drive DF0:.
3. Users With One Disk Drive: Remove Workbench and insert your original Program Disk into the drive. Users With Two Disk

- Drives: Insert the Madden Program Disk into the other drive.
4. Place the mouse pointer on the Disk0 icon and left-click to highlight it.
 5. Pull down the Icon menu from the menu bar, drag the highlighted bar down to Copy, and release the mouse button. (Users with Workbench 1.2 - 1.3, select the Duplicate option from the Workbench menu.)
 6. You may have to swap disks from time to time. Follow the onscreen instructions.
 7. The Amiga will automatically name your disk "Copy of Disk0," however, it must be named "Disk0" in order to work properly. Remove "Copy of" and the space following them using the Rename command (on Workbench 1.3 it's on the Workbench menu; on 2.0 it's on the Icon menu).
 8. Label the copy "Madden Program Disk."
 9. Once you've copied the Madden Program Disk, repeat the above procedure for the Data Disk. Label this copy "Madden Data Disk."

To load the game:

1. If your Amiga is on, turn it off.
2. Insert your copy of the Program Disk into drive DF0:.
3. Turn your Amiga on.
4. The EASN intro appears, followed by a Title screen and game credits. Press a mouse or joystick button to exit the current screen and load the game.
5. Users With One Disk Drive: You're prompted to insert the Data Disk. Remove the Program Disk from DF0: and insert your copy of the Data Disk. Users With Two Disk Drives: Insert your copy of the Data Disk into any drive.

-----[2]

Note To Users With Only 1MB of Free Memory

If your computer has only 1MB of free memory, the game could take a few minutes to load. If your computer has more than 1MB, the "You've got it, we've used it" screen appears to let you know that the program is taking advantage of your extra memory.

COPY PROTECTION SCREEN

You're asked to enter a statistic for a particular position on a certain team.

Turn on the PLAYER RATINGS section in this manual and look up the team name you see on the screen. Find the player position and type the statistics called for. Press Return.

SO YOU DON'T KNOW A HAIL MARY FROM A HALFBACK...

Football can be confusing for those unfortunates who have never seen the game played before. If you count yourself among the pigskin illiterate, you can review the basic concepts of the game by turning to Appendix A: Quick Guide to Football.

GAME SETUP SCREEN

Once you've answered the copy protection question and the game has loaded, the Game Setup screen appears. The Game Setup screen options let you choose season modes, teams, weather, stadium type, quarter lengths, and control devices.

Season Modes

- Regular Season - Single game.
- Sudden Death - The first team to score, wins.
- New Playoff/Continue Playoff - See BIG TIME PLAYOFFS before choosing either of these modes.

Visiting and Home Teams

There are 16 teams to choose from plus the All-Madden team (in Regular Season and Sudden Death only).

Team Control

Teams can be controlled with a joystick, the keyboard, or by the computer. Click on the football icons to change each team's control setting. The top team is the visitor and always kicks off to start the game.

- [1-Joystick] Control Team using joystick plugged into Joystick Port 2.
- [2-Joystick] Control team using joystick plugged into Joystick Port 1.
- [3-SomeKeys] Control team using the keyboard.

- [Large M] Team controlled by Madden (your computer). Madden's skill and knowledge are built into the game - he's a very aggressive and savvy opponent.

Stadium

Plays on Open Grass, Open Turf, Dome Grass or Dome Turf (Regular Season and Sudden Death only). Dome stadiums are covered; Open stadiums aren't. Grass playing fields are covered with natural grass - players have better traction on grass but move slower. Turf fields are covered with artificial turf - players can move slightly faster on artificial surfaces.

Weather

Play in Fair weather, Rain/Mud or Snow/Ice (Regular Season or Sudden Death only). Adverse weather conditions can impede player movement. If the stadium you're playing in is covered by a dome, weather has no effect. Note: In playoff mode, weather is

selected by the computer.

Quarter Time

Select 5, 10 or 15 minute quarters.

By default, you're San Francisco playing against the Madden-coached Denver team in a Regular Season game with fair weather, open grass stadium, and five minute quarters. The Madden team (Team 1) is controlled by the computer, and your team (Team 2) is controlled by joystick 1 (the joystick plugged into Joystick Port 2).

- o You may want to change some of the settings. Use the mouse or joystick to point the Selection Arrow at the various options. If you're using the mouse, it must be plugged into Joystick Port 1; if you're using a joystick, it must be plugged into Joystick Port 2. To change the setting, move the cursor to the football icon and press the joystick button or click the mouse button. Note: The left mouse button cycles forward through the settings; the right mouse button cycles in the other direction.

Note: The mouse is used only for selecting options in the Setup screen; it cannot be used during the game.

- o When you've set up the game you want to play, fasten your chin strap, and select START.

-----[5]

Alright! Here comes my evaluation of both teams, who's got a go-to guy, who's weak up the middle, who's got players that aren't afraid of getting dirt on their pants, you know what I mean? These scouting reports are terrific and will help you play a better game. But if you don't think you need them, press the joystick button again. [john madden]

GAME CONTROLS

You can control your team with a joystick or the keyboard. Which you use depends on the Control Device setting you chose on the Game Setup screen.

Keys

Z - Left
X - Right
' - Up
/ - Down

The FIRE Button

The instructions in this manual refer to the FIRE button. If you're controlling your team with a joystick, FIRE is the joystick button. If you're controlling your team with the keyboard, FIRE is Return.

There are two ways in which you use FIRE. When the instructions

tell you to tap the FIRE button, quickly press and release it. When they tell you to hold the FIRE button, press the button and keep it held down until you're told to release it.

QUITTING A GAME

Once a game has started, you can quit and return to the setup menu by pressing Shift-Esc. If you want to quit Madden altogether, simply turn off your Amiga.

THE KICKOFF

The visiting team always kicks off. If you're the home team and are playing against Madden (the computer), the kickoff takes place automatically. If this is the case, skip to the RECEIVING TEAM section below. If you're the visiting team, read on.

-----[6]

KICKING TEAM

After the referee spots the ball and the teams line up, press the Fire button. This starts your kicker moving toward the ball and brings up the Kick Meter on the screen. The Kick Meter helps you kick with accuracy and power. [see JohnMadden.p7.iff]

The white marker in the strength gauge begins to move up as the kicker approaches the ball.

- o When the marker reaches the very top of the gauge, press the joystick button to kick the ball.

If you want to aim your kick:

- o As the kicker advances toward the ball, move the joystick left or right to move the direction marker either left or right. When the marker indicates where you want the ball to go, release the joystick.

Once the kick is away, your team automatically moves out to break the wedge and tackle your opponent's return man.

- o After the return man catches the ball, tap FIRE to take control of the defensive guy closest to the ballcarrier.

The player you control is standing on the four-arrow symbol so you can recognize him even with his helmet on.

To tackle the ballcarrier:

1. Tap fire to take control of the defensive guy closest to the ballcarrier.
2. Use the joystick to guide your guy into the ballcarrier. If you run into him at the correct angle, chances are he'll go down.

For a diving tackle (more powerful, but sometimes less accurate):

1. Use the joystick to guide your guy straight at the ballcarrier.
2. Hold FIRE to send him diving in for a tackle.

-----[7]

NOTE: If your timing is right, you'll bury the runner in his tracks. If your timing's a bit off, your guy goes sailing out of the picture empty handed. No big deal. Just tap FIRE to get control of the defensive guy who's closest and try to bring down the ballcarrier again.

RECEIVING TEAM

Your deep return man catches the ball and begins to move up field. Either let the computer pick his route for you, or control him using the joystick.

The player you control is standing on the four-arrow symbol so you can recognize him.

- o Tap FIRE to dive for an extra yard or so in the direction the joystick is currently pushed.
- o To spin and possibly avoid being tackled by pursuing defenders, center the joystick and hold FIRE.
- o With the joystick pushed in any direction, hold down the FIRE button for extra umph, a boost of extra power and strength that might help you drive through the opposition.

When a kickoff or punt goes into the End Zone, it may be better to down the ball rather than try to return it. Don't run out of the End Zone if you wish to down the ball. This is a touchback. The return teams gets the ball on its own 20 yard line, and play begins from there.

IN THE HUDDLE

At the end of the kickoff return, both teams huddle up. The game clock on the right side of the screen shows the time left in the quarter. The 45-second clock on the left shows how much time the offense has to start the next play.

Offense: Don't worry if the 45-second clock runs down to 0 before the snap in a Regular Season game. Your team will NOT get penalized. The clock is there so you can practice getting off your plays in 45 seconds. In the Playoffs you'll get a 5-yard Delay of Game penalty if you go over 45 seconds.

The Play Calling Screen and scoreboard appear above the field. When you're on offense, the Play Calling Screen (PCS) shows your team name and says Choose Set. When your team is on defense the PCS says Choose Formation.

-----[8]

Hey, some of my lingo might be new to you but it's football talk. If you want a full explanation of the words in ITALICIZED CAPITAL letters, look em up in JOHN MADDEN'S FOOTBALL TALK. [john madden]

OFFENSE

In the offensive huddle you're the quarterback. Play calling is as simple as 1, 2, 3. Just like the pros, you call a set, then a formation, and then a play.

1. CHOOSE A SET

A Set is football talk for the group of players who will run your play. The names of three sets appear in windows A, B, and C above the field. There are six sets to choose from: NORMAL, HANDS, BIG, FAST, and two SPECIAL TEAMS. Each set represents a different group of offensive guys.

To see the other three sets, push the joystick left or right.

- o When the set you want is in a window, select it like this:

-----[9]

NOTE: Don't release the joystick until after you've released FIRE.

After you've selected a set, three formations are displayed in the A, B and C windows. The name of the set you chose is displayed briefly on the screen.

If you want to change your mind and move back to the Set windows to alter your Set, push the joystick down.

2. CHOOSE A FORMATION

A formation tells your player set how to line up before the snap. There are five formations to choose from: GOAL LINE, FAR, NEAR, PRO-FORM, and SHOTGUN.

To see the other offensive formations in the windows, push the joystick left or right.

- o When the formation you want is in the window, choose it like you chose a set:

- A FIRE + Left + Release FIRE
- B FIRE + Up + Release FIRE
- C FIRE + Right + Release FIRE

-----[10]

Note: Don't release the joystick until after you've released FIRE.

If you want to move back to the Formation windows, push the joystick down.

3. CHOOSE A PLAY

Coach Madden designed six different plays for each formation. Their names appear (three at a time) in the windows along with a graphic that shows what happens in each play.

In general, plays whose names have yellow backgrounds are running plays. Plays with brown backgrounds are passing plays. Only plays with white routes have been designed to carry the ball or receive a pass.

- o When the play you want is in a window, use the appropriate joystick combination described above to select it.

Once you've chosen a play, the only way to change it is by calling an AUDIBLE or a TIME-OUT. For details on calling these, see AUDIBLES and TIME-OUTS in JOHN MADDEN'S FOOTBALL TALK.

- o When your players get set in their stance at the line of scrimmage, tap the FIRE button to SNAP the ball.

Call plays that exploit the strengths of your best players. Or Choose plays that expose the weaknesses of the guys chewing their mouth guards. You know, the defense. [john madden]

-----[11]

RUNNING PLAYS

Handoffs on running plays happen automatically. You take control AFTER the handoff. Use the joystick to move the ballcarrier through the defense, or watch the computer execute the play you just called.

During a running play, you can:

- o Tap FIRE to dive for an extra yard or so in the direction the joystick is currently pushed.
- o To spin and possibly avoid being tackled by pursuing defenders, center the joystick and hold FIRE.
- o With the joystick pushed in any direction, hold down the FIRE button for extra umph, a boost of extra power and strength that might help you drive through the opposition.

The defensive guys are not a bunch of stiff impersonating fire hydrants. They try to run you down. If you can't avoid the contact, you don't have to fall down in a heap and give up. Keep fighting or yeardage, any way you can!

PASSING PLAYS

When you call a pass, tap FIRE to snap the ball. At this point, you can let the computer execute the play, or you can use the joystick to move the quarterback backwards after he receives the snap. This

gives him some time to get the pass off.

- o Move the joystick down and tap FIRE to bring up the passing windows. They show which receivers are eligible. (If you're letting your computer control the quarterback for you, the passing windows come up automatically as soon as the quarterback is ready to throw.)

-----[12]

- o Select your receiver by using the same window-choosing routine as in play section:

- A FIRE + Left + Release FIRE
- B FIRE + Up + Release FIRE
- C FIRE + Right + Release FIRE

Note: Don't release the joystick until after you've released FIRE.

Use the joystick to move the receiver to the target circle. (He's doing his best to get there on his own.) If he doesn't have the speed to get to that exact spot, tap FIRE so he can dive for the ball, or hold FIRE down so he can jump for it.

HINT: When you're just learning the game, let the receivers run the routes (patterns) automatically. After watching a few times, you can take full control. Whatever you decide to do, keep a finger near the FIRE button - holding down FIRE at the right time can really increase your chances of catching the ball.

Once the receiver has caught the ball, he becomes a runner and he can do what any other runner can do (see Running Plays above).

If you pass the line of scrimmage when the pass windows are visible, the play automatically becomes a running play. You may not pass once your quarterback has passed the line of scrimmage.

DEFENSE

Look at the down, the field position, and the offensive set, which flashes on the screen when the offense chooses it. Then call a play in three simple steps.

1. Choose a formation
2. Choose a set
3. Choose a play

1. CHOOSE A FORMATION

On defense a formation is the group of players who will run your play. There are five defensive formations to choose from: BIG, 4-3, NICKEL, DIME, and SPECIAL TEAMS. Each formation represents a different group of defensive guys.

-----[13]

The names of three formations appear in the windows marked A, B, and C above the field. To see the other formations, push the joystick left or right.

- o When the FORMATION you want is in the window, choose it using the same window selection system as before:

- A FIRE + Left + Release FIRE
- B FIRE + Up + Release FIRE
- C FIRE + Right + Release FIRE

NOTE: Don't release the joystick until after you've released FIRE.

If you want to move back to the formation windows and make a change, push the joystick down.

2. CHOOSE A SET

A set specifies the personnel in your defensive formation and tells them how to play the offense. There are three basic sets: COVER, READ, and CONTROL.

You can use any available set with any formation. But you'll find that certain formations work better with some sets than with others.

- o When the set you want is in a window, choose it like you chose a Formation. This selects a set and shows the available defensive plays in the windows.

If you want to move back to the Set or Formation windows, push the joystick down.

3. CHOOSE A PLAY

You've got a lot of choices here. To BLITZ, or stay home! ZONE or MAN-TO-MAN coverage; PREVENT or BUMP AND RUN. That's what makes the game so great - the possibilities. Out-foxing the other guy, figuring out what he's going to do, or making him do something he thinks he thought up for himself. That's really fooling him.
[john madden]

- o When the PLAY you want is in a window, choose it like you chose a Set.

-----[14]

Once you've chosen a play, the only way to change it is by calling an AUDIBLE or a TIME-OUT. For details calling these, see AUDIBLES and TIME-OUTS in JOHN MADDEN'S FOOTBALL TALK.

HINT: Before the snap, you can hold down the FIRE button and move the joystick left or right to change the player you control. Once the ball has been snapped, tap the FIRE button to take control of the guy closest to the ball.

Pass defense works the same way. Once the ball is thrown, tap the

FIRE button to get control of the defender closest to where the ball is being thrown. Hold down the FIRE button while your defender is running at the guy to jump and intercept or knock the ball down.

Great defenses don't simply react. You've got to make the offense do stuff it doesn't particularly want to do. Exploit known tendencies to run or pass in certain situations. Sometimes you might try to force weird matchups, like putting a linebacker on a wide receiver, just daring the offense to throw to the guy.

[john madden]

Anticipating The Snap

If you're listening to the quarterback call his signals and you think he's just about to order the center to snap the ball, you can order your team forward. This is known as anticipating the snap. To order your players to charge, hold down FIRE and pull the joystick down. The trick is not to order them forward too soon - if they cross the line of scrimmage before the ball is snapped, you'll get an Offsides Penalty (5 yards).

Crunch Plays

The FIRE button can help you put a hurt on the offense.

- o Just as the receiver is about to catch the ball, hold FIRE to make your defender dive at the receiver or jump to intercept the ball (the computer will decide which is best). If you can time your hit on the receiver so that the defender and the ball arrive at the same time, you've got a great chance to jar the ball loose or force a fumble.

But be careful! If you hit the receiver before the ball arrives, you may get whistled for pass interference. If the zebras call your number, the play is spotted at the location of the penalty and the offense gets an automatic first down.

-----[15]

- o When you make contact with the ballcarrier along with a bunch of your teammates, tap the FIRE button repeatedly to improve your chances of causing a fumble. However, if you're the lone defender, think twice about doing this. If you just try to strip the ball loose, you might miss the tackle.

BIG TIME PLAYOFFS

New Playoffs

When your ready to challenge the rest of the league for the right to play on Super Sunday, choose New Playoff as the Season mode on the Game Setup Screen.

- o Use the mouse or joystick to point the Selection Arrow at the various options. If you're using the mouse, it must be plugged into Joystick Port 1; if you're using a joystick, it

must be plugged into Joystick Port 2. To change the setting, move the cursor to the football icon and press the joystick button or click a mouse button.

Visiting and Home Teams

Initial team matchups are randomly fixed by the computer, but you can control any team in the playoffs.

Team Control

Team 1 (top) is the visiting team; Team 2 (bottom) is the home team. To choose a different team, use the joystick or mouse to move the Selection Arrow over the football icon next to either team. Press a mouse or joystick button. Each press cycles to a new set of playoff pairings.

-----[16]

- o When you see the team you want to be, set the Control Device for your team to joystick or keyboard. For example, if the visiting team is Miami and you want to take them through the playoffs, set the Team 1 Control Device to joystick or keyboard. If you're playing against Madden, set the Team 2 Control Device to M; otherwise, set it to your opponen's control device.

Weather

In Playoff games, weather and stadium are automatically determined by where you play (you have no control over the type of weather). Whenever you're in an open stadium, snow and mud on the field are distinct possibilities. Everybody has less traction in the mud and snow and long passes are more difficult to complete.

Quarter Time

Select 5, 10 or 15 minute quarters.

- o When you've set up the game you want to play, select START in the bottom righthand corner of the screen.

The Playoff Tree shows the match-ups that will lead to the championship game on Super Sunday.

- o To see the scouting reports for your playoff teams, press FIRE.
- o When you're ready to play your playoff game, press FIRE again.

-----[17]

Game rules, functions, conditions and operations are the same in the Playoffs as they are during the Regular Season. But remember: the 45-second clock is active in Playoffs.

- o At the end of your playoff game, you'll see a screen with an updated playoff tree. A seven digit number appears at the top of the screen. Write this number down on a piece of paper -

it's the password you'll need to continue where you left off.

Continue Playoffs

When you're ready to continue the playoffs where you left off, select Continue Playoffs as the Season Mode on the Game Setup Screen. An additional - Enter Password - appears on the screen.

If you just finished a game in this playoff, you don't need to enter a password. Simply select Start at the bottom of the screen. However, if you've interrupted the playoffs by quitting Madden or playing a Regular Season or Sudden Death game, you'll need to enter a password. Here's how you enter the password you received at the end of your last game.

- o Select Enter Password. The Playoff Password screen appears.

-----[18]

- o Select the Enter Password option on this screen. The current number is deleted.
- o Type the number you copied down at the end of your last Playoff game. (If you make a mistake while typing, press Del to backspace over them.)
- o Select Return to Menu to go back to the Game Setup Screen. You can now choose any team that won in the previous round to continue in your attempt to reach Super Sunday. Select start to play the next game in the Playoff.

STATISTICS

At half-time and the end of the game, Coach madden presents the stats for your game: who's running well, who's going nowhere fast, who's sacking whom, and all the rest.

If you're in Playoff mode, press FIRE to see a summary of other games played today. If there are other games still going on, you'll see highlights of the close contests.

-----[19]

JOHN MADDEN'S FOOTBALL TALK

AUDIBLES

If the play you called in the huddle looks like a loser when you hit the line of scrimmage, you can call an audible. Once in formation, push the joystick up (or in the case of Defense before the snap, hold FIRE down and press the joystick up) to alert your team that you're calling an audible. Push the joystick left, up or right to choose a specific play, or down to cancel the audible and go with the play you originally chose.

The audibles available to you depend on which team you control. Each team has a different set of audibles.

Onside Kicks:

If the kicking team is behind with very little time left, they may opt to kick the ball a short distance (minimum 10 yards) in an attempt to recover the ball on a fumble by the receiving team. This is called an onside kick.

To call an audible for an onside kick, push the joystick up and right on onside formatipon. have your kicker aim a kick toward the right sideline, and kick the ball weakly. Tap the FIRE button to control the player nearest the ball after the onside kick. Hold the FIRE button down with the joystick pushed in the appropriate direction to make that player dive for the ball.

On Defense:

To call an audible for a trick play (like a flea-flicker or a double reverse), push the joystick up and left.

To call an audible for an anti-blitz play, push the joystick up twice.

To call an audible for a running play, push the joystick up and right.

On Defense:

To call an audible to protect against the run, hold down FIRE and push the joystick up and left.

To call an audible for a blitz play, hold down FIRE and push the joystick up and left.

To call an audible for a stunt, hold down FIRE and push the joystick up and right.

-----[20]

There are over 30 audibles and each team has its own set of six. Look at the numbered play diagrams to see what your team audibles look like.

	Offense			Defense		
	A	B	C	A	B	C
Atlanta	4	13	18	22	25	31
Buffalo	3	9	17	22	25	31
Chicago	2	9	19	22	26	31
Cincinnati	1	13	19	22	28	31
Denver	4	10	16	22	29	31
Houston	8	14	18	22	23	31
Kansas City	7	11	17	22	23	31
Los Angeles	2	11	20	22	27	31
Miami	8	15	19	22	24	31
Minnesota	7	9	18	22	26	31
New England	5	10	18	22	30	31

New York	1	11	17	22	29	31
Philadelphia	6	11	16	22	30	31
Pittsburgh	6	10	16	22	27	31
San Francisco	5	15	17	22	24	31
Washington	3	14	19	22	28	31
All-Madden	8	12	21	22	25	31

[SEE JOHNMADDEN-P21.IFF]

-----[21]

OFFENSE - AUDIBLE A (TRICK PLAYS)

1	Halfback Option	New York, Cincinnati
2	Statue of Liberty	Los Angeles, Chicago
3	Reverse	Washington, Buffalo
4	Shovel Draw	Denver, Atlanta

[SEE JOHNMADDEN-P22.IFF]

-----[22]

OFFENSE - AUDIBLE A (TRICK PLAYS)

5	Double Reverse	San Francisco, New England
6	Naked Bootleg	Philadelphia, Pittsburgh
7	Halfback Toss and Pass	Minnesota, Kansas City
8	End Around	Miami, Houston, All-Madden

[SEE JOHNMADDEN-P23.IFF]

-----[23]

OFFENSE - AUDIBLE B (ANTI-BLITZ PLAYS)

9	Fullback/Halfback Toss Right	Chicago, Minnesota, Buffalo
10	Rollout Pass	Denver, New England, Pittsburgh
11	Play Action Pass	New York, Philadelphia, Los Angeles, Kansas City
12	Halfback Screen	All-Madden

[SEE JOHNMADDEN-P24.IFF]

-----[24]

OFFENSE - AUDIBLE B (ANTI-BLITZ PLAYS)

13	Quick Slant	Cincinnati, Atlanta
14	Fullback Slant In	Houston, Washington
15	Swing Curl Left	San Francisco, Miami

[SEE JOHNMADDEN-P25.IFF]

-----[25]

OFFENSE - AUDIBLE C (RUNNING PLAYS)

16	Quarterback draw	Philadelphia, Pittsburgh, Denver
17	Fullback Draw Right	New York, Kansas City, Buffalo,

18	Fullback Draw Left	San Francisco New England, Atlanta, Minnesota, Houston
19	Fullback Counter Right	Miami, Chicago, Washington, Cincinnati

[SEE JOHNMADDEN-P26.IFF]

-----[26]

OFFENSE - AUDIBLE C (RUNNING PLAYS)

20	Halfback Toss Left	Los Angeles
21	Fullback Draw	All-Madden

[SEE JOHNMADDEN-P27.IFF]

-----[27]

AUDIBLE FORMATIONS

Every Team has a version of play 22, the Anti-Run audible. The strong safety, anticipating a run, leaves the man or zone he's assigned to cover, and cheats up to the line of scrimmage just before the snap. This gives an extra man on the line.

DEFENSE - AUDIBLE A (ANTI-RUN PLAYS)

22	Blitz	All-Madden
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[SEE JOHNMADDEN-P28.IFF]

-----[28]

DEFENSE - AUDIBLE B (BLITZES)

23	Monster Blitz	Houston, Kansas City
24	Jet Blitz	San Francisco, Miami
25	Red Dog Blitz	Buffalo, Atlanta, All-Madden
26	Safety Blitz	Minnesota, Chicago

[SEE JOHNMADDEN-P29.IFF]

-----[29]

DEFENSE - AUDIBLE B (BLITZES)

27	46 Red Blitz	Los Angeles, Pittsburgh
28	Weak Cat Blitz	Cincinnati, Washington
29	Tuf Bronco Blitz	Denver, New York
30	Mad Tiger Blitz	Philadelphia, New England

[SEE JOHNMADDEN-P30.IFF]

-----[30]

PLAY 31 LINE STUNT

Every team in the league has a play 31, the defensive line stunt. It's an alignment in which combinations of linemen and linebackers rush the quarterback using routes to the backfield that are meant to disrupt the normal blocking assignments of the offensive line and confuse the quarterback. There are numerous version of the stunt built into the game. The computer chooses one at random when you push the joystick right. See also STUNT.

SNAP

All the action starts with the snap of the ball, and only the offense knows the count. If you're on defense and want to try to anticipate the quarterback's cadence - that is, how he calls the signals - hold down FIRE and pull the joystick down just before or as the ball is snapped. Your defensive guys will try to fire into the backfield and dump the quarterback, or at least stuff the play before it gets rolling.

The down-side is, if you do this too soon before the ball is snapped, you'll get an offsides penalty (5 yards).

TIME OUT

You can call Time Out any time before the ball is snapped, or after the play is over. Just press F1 if you're using Joystick 1, or F10 if you're using Joystick 2 or the keyboard (pressing these buttons during a play pauses the game). This stops the clock and pauses the game. A screen message appears that reads OFFENSE CALLS: TIME OUT (or DEFENSE CALLS: TIME OUT, depending on who called it), and gives the number of Time Outs remaining in the half.

If you want a Time Out, press the FIRE button. You can then reset the play. Sometimes an audible just wont do and you really want to realign your formation. Call a time out and take care of it - better safe than sorry. However, you only get three time outs each half, so use them wisely.

If you change your mind (you're allowed to) or you just wanted a pause, rather than to change the formation, press F1 or F10 again. Play resumes at the point where you paused the game and you still have the same number of Time outs left.

-----[31]

OFFENSE SETS, FORMATIONS, AND PLAYS

SETS

FAST

My version of the Run and Shoot. It has four quick receivers and a halfback. Guys with good hands who run forty yards in less than five seconds are the stuff defensive backs have nightmares about.

NORMAL

Refers to the standard offensive package: two wide receivers, a tight end, a halfback and a fullback.

HANDS

Puts your best group of receivers on the field, and includes two running backs.

BIG

Fields your strongest backs, cannonballs with legs who can grind out yards in the mud and snow. These guys let the defense grab a leg just so they can ram it through their chests.

FORMATIONS

SHOTGUN

This is primarily a passing formation because the quarterback receives the snap about five yards behind the line. He doesn't have to drop back to throw the ball, cause he's already there.

PRO-FORM

This is my version of the pro-set, where the fullback and a halfback line up beside one another and behind the quarterback.

FAR and NEAR

These are my way of describing where the halfback lines up. He's either far from or near to the strong side of the offensive line, that's the side where the tight end lines up.

-----[32]

PLAYS

FLOOD

One of the most effective ways for a quarterback to beat zone coverage is to flood, or overload the zone with multiple receivers. A defender has to think twice about leaving his own zone to follow a receiver into another guy's zone.

CUT

You've heard of turning on a dime. That's sportswriter talk. I never really understood why you'd want to do that, even if it was possible. I guess it means turning fast. I think cutting is a more accurate description of the ability to change direction. A guy's going one way and boom, he cuts and is going another way.

PULL

In a pull play, the guard runs parallel to the line of scrimmage and turns up field when he clears the tight end. The running back follows right behind, a smile on his face.

TRAP

Like all good offensive plays, the Trap depends on deception to work. The idea is you trap a defensive guy into thinking one thing is happening, when really something totally different is going on. For example, you let a defensive end just walk into the backfield. You put up only token resistance. He's saying, "Man, this is a piece of cake, I'm going to stuff this play and maybe get a sack!" Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside wondering what happened. The runner jets through the area where the defensive guy was when he was standing up.

COUNTER

A Counter play relies on misdirection. You try to sell the defense on the idea that the play is going right, for example, when in fact you want to go left. It's a tough sell. You send everybody but the water boy and the guy who's going to carry the ball in one direction. When you have them moving the wrong way, give the ball to the running back and he runs to daylight in the opposite direction.

SCREEN

A screen is a short pass caught behind the line of scrimmage. Usually the quarterback lures rushing defenders toward him and then loops a soft pass over their outstretched hands to a moving running back/receiver who follows a screen of blockers downfield.

-----[33]

PLAYACTION

Playaction (also called play fake) refers to a pass thrown after the quarterback has faked a handoff to a running back. The back tries to add to the deception by pretending to take the ball and follow blockers. The idea is that the fake delays the pass rushers, and makes the defensive backs run toward the line to help tackle the guy they think has the ball.

DRAW

The opposite of a play action pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of the formation. By the time the rushing defenders realize the deception, their momentum may have taken them beyond the ballcarrier.

QUICKOUTS

Sometimes called a square out. In this pass pattern the receiver takes a few steps upfield and makes a quick 90 degree cut to the nearest sideline. If he doesn't want to sit next to the water cooler for the rest of the game, he tries to stay in bounds.

CROSS

Most crossing patterns are the opposite of quickouts the receiver turns toward the middle of the field. Some guys call them slants,

but it just depends on the angle that the receiver runs.

POST UP

Post patterns are for fast guys. The receiver runs downfield and angles in toward the goal post. If the quarterback can really air out the ball, and the receiver can run like the wind, this bomb can score.

OFFENSIVE ALIGNMENTS

The sts and formations show how your offensive team lines up when you call certain plays (see OFFENSE, above). Remember: not all formations are appropriate with every set. We're showing you the most common ones here. You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS. Here's an example of how they work.

From the PLAYER RATINGS you can find out who your fastest wide receiver is. You can find out where that guy lines up by looking at the OFFENSIVE ALIGNMENT chart, below. You might want to call a play for him from the passing windows, if his hands are as good as his feet,

-----[34]

SET/FORMATION

Normal/Far

WR1	LT	LG	C	RG	RT	TE1	
			QB				SE1
		HB1	FB				

Normal/Near

WR1	LT	LG	C	RG	RT	TE1	
			QB				SE1
			FB		HB1		

Normal/Pro-Form

WR1	LT	LG	C	RG	RT	TE1	
			QB				SE1
		HB1		FB			

Normal/Shotgun

WR1		LT	LG	C	RG	RT	TE1
		HB1			FB		WR2
				QB			

Big/Far

SE1	LT	LG	C QB FB	RG	RT	TE1		SE2
	HB1							

Big/Near

SE1	LT	LG	C QB FB	RG	RT	TE1		SE2
					HB1			

-----[35]

Big/Pro-Form

WR1	LT	LG	C QB	RG	RT	TE1		SE1
		FB		HB1				

Fast/Far

WR1	LT	LG	C QB	RG	RT	TE1		SE1	WR2
		HB1							

Fast/Near

WR1	LT	LG	C QB	RG	RT	TE1		SE1	WR2
				HB1					

Fast/Pro-Form

WR1		LT	LG	C QB	RG	RT		SE2	WR2
			SE1		HB1				

Fast/Shotgun

WR1		LT	LG	C	RG	RT		SE2	WR2
	SE1			QB	HB1				

Hands/Pro-Form

WR1	LT	LG	C QB	RG	RT	TE1		WR2
		SE1		HB1				

-----[36]

Hands/Shotgun

WR1 LT LG C RG RT TE1 WR2
 SE1 HB1
 QB

Kickoff Return

 RG RT LT LG
 TE1 FB TE2
 SE1 HB2
 WR1 HB1

DEFENSE FORMATIONS, SETS, AND PLAYS

FORMATIONS

BIG

A good line up for stuffing the short run and goal line defense.

4-3

Standard four down linemen with three linebackers. Used for short and medium zone pass coverage and basic defense against the run.

NICKEL

Gets its name from the addition of a fifth defensive back (nickel back). When a pass is expected, many teams add a defensive back to their sets, and take out a down lineman or linebacker. Cover and Read sets are available.

DIME

When the defense is willing to mortgage the farm that the next play is going to be a pass, they might put in a sixth defensive back. This is the Dime defense or Dime package. Cover and Read sets are available.

-----[37]

SETS

CONTROL

A Control set is the best defense against running plays because it emphasizes containment. Control basically means that the defense is willing to give up short stuff up the middle, but they're not prepared to let the offense work the sidelines and make big yards

on sweeps and stuff like that.

Control is not available with the Nickel and Dime formations.

READ

The Read set gives balanced coverage. The defense has a little bit more flexibility to react quickly to pass or run. This is known as having some options. It's probably the safest defense against run or pass, but it's not the strongest defense against either one.

COVER

Cover is usually the best set against the pass. The defense is trying to convince the offense that all its receivers are covered and any ball thrown will be shut down or intercepted. Pass coverage comes in two basic flavors: Man-to-man and Zone (see Defensive Plays, below).

PLAYS

BLITZ

A blitz is when one or more of the linebackers or defensive backs unexpectedly rush the quarterback. This usually happens when the defense thinks the offense is going to pass. A blitzing linebacker tries to sack the quarterback but he's satisfied if he puts enough pressure on the ball handler to make him hurry his motion and throw badly.

STUNT

A stunt is when a defensive lineman takes an unexpected route toward the quarterback. Instead of going straight ahead and trying to get by the offensive man in front of him, he might loop around one or two teammates to approach the backfield. When one or more defensive linemen stunt, they can cause confusion in the offensive line.

ZONE

In Zone pass coverage, the defender is responsible for a particular area of the field. He covers any receiver who enters his area. Some defensive backs hate it when you come into their zone. They say, "Get out of my area and no one gets hurt." Some receivers believe them. Zone defenders will play five yards off the receiver to prevent getting burned deep.

-----[38]

MAN

In Man-to-man pass coverage, the defender follows a certain receiver wherever he goes. Man-to-Man defenders are tough guys who love a challenge. They play closer to the receiver but better have the horsepower to stay with a speedy opponent. Their reputations are on the line every time the ball goes in the air. They can't

say, "I thought you were guarding him." They say stuff like, "I'm gonna be on his back like white on rice."

JAM

Although it's against the rules to tackle or hold onto a pass receiver before he touches the ball, a defender can jam or chuck a receiver. That means he's allowed to give him one push or block within five yards of the line of scrimmage, provided the ball hasn't been thrown. The defensive man is going to knock the receiver off balance, mess up his timing, and prevent him from running his pattern.

PREVENT

Prevent concedes a short gain to the offense but focuses on preventing a long gain. The defensive backfield lines up farther back from the line as usual, so they give up the short pass too. It's usually used late in the half or game when the defensive team is way ahead, and the offensive team is out of scoring position.

DEFENSIVE ALIGNMENTS

The alignments show how your defensive team lines up when you call certain formations and sets (see DEFENSE, above). You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS. Here's an example of how to use them.

From the PLAYER RATINGS you can find out who your fastest defensive back is. From the DEFENSIVE ALIGNMENT chart below, you know where that guy lines up. If he's not covering the man or zone you want him to cover, get control of him by tapping the FIRE button with the joystick centered (until he's standing on the 4-arrow symbol) and then use the joystick to move him into the position where you think he'll do the most good.

-----[39]

FORMATIONS/SETS

BIG/CONTROL

				SS			
			RCB1		LCB1		
				PLB			
RLB	RE	RT		MLB	LT	LE	LLB

BIG/READ

				SS			
			RCB1		LCB1		
				PLB			
RLB	RE	RT		MLB	LT	LE	LLB

BIG/COVER

			RCB1	FS1		LCB1		
				SS				
RLB	RE	RT		MLB	LT		LE	LLB

4-3/CONTROL

			RCB1	FS	SS		LCB1	
				MLB				
RLB	RE	RT		LT			LE	LLB

4-3/READ

			RCB1	FS	SS		LCB1	
				MLB				
RLB	RE	RT		LT			LE	LLB

-----[40]

4-3/COVER

			RCB1	FS	SS		LCB1	
				PLB				
RLB	RE	RT		LT			LE	LLB

NICKEL/CONTROL

				SS				
			RCB1	FS1		FS2		LCB1
				RLB		LLB		
	RE		RT		LT		LE	

NICKEL/READ

				SS				
			RCB1	FS1		FS2		LCB1
				RLB		LLB		
	RE		RT		LT		LE	

NICKEL/COVER

				SS				
			RCB1	RCB2		LCB2		LCB1
				RLB		LLB		
	RE		RT		LT		LE	

DIME/READ

```

          SS      FS1
        RCB2      FS2
      RCB1      LCB1
        RE      MLB
          RT      LT      LE
  
```

-----[41]

DIME/COVER

```

          SS      FS1
        RCB2      FS2
      RCB1      LCB1
        RE      PLB
          RT      LT      LE
  
```

SPECIAL TEAMS/PREVENT

```

          SS
        FS1      FS2
      RCB2      PLB      LCB2
      RCB1      RE      RT      LE      LCB1
  
```

SPECIAL TEAMS/PUNT RETURN

```

          WR1
          SS
        MLB      LLB
      TE1      TE2
      RLB      RE      RT      LT      LE
  
```

SPECIAL TEAMS/PUNT BLOCK

```

        FS1
      FS2      RLB      MLB      SS
      TE1      RE      RT      LT      LE      TE2
  
```

SPECIAL TEAMS/FIELD GOAL BLOCK

```

          WR1
          SS
        MLB      LLB
      FS1      FS2
      RLB      RE      RT      LT      LE
  
```

KICKOFF

```

      FS1      TE1      RLB      RE      MLB      P      SS      LE      LLB      TE2      FS2
  
```

-----[42]

PLAYER RATINGS

The skills and attributes of every player in our league is rated on a scale from 0 to 15, with 15 standing for near perfection. Each player has a speed rating - if you can't run, you can't play the game. But, since different positions require different skills, we've also rated the characteristics that are most important for each playing position.

These player ratings are reflected in my team scouting reports and in the way individual players perform. Here's an example of how the ratings work and how use can use them.

You'll notice San Francisco's number one wide receiver (WR1) has great quickness, speed, and a pair of hands you'd trust to catch an artillery shell. If you're on offense, you're going to want to throw to this guy a lot, or use him as a decoy because the defense has to respect him. If you're on defense, you want to guard against ever going man-to-man with this burner with only a linebacker to depend on. You're probably going to want to put your faster defensive back on him. Get the idea?

Keep these ratings in mind when you choose a play. They'll help you play a better game.

Key to Player Ratings

Eight groups of players are rated, four offensive and four defensive.

OFFENSE	DEFENSE
1. Quarterback = Quarterback (QB)	Defensive Line = Tackle (RT,LT) End (RE, LE)
2. Running Backs = Halfback (HB) Fullback (FB)	Linebackers = LB (M, middle, R, right, L, Left, P, passing)
3. Receivers = Wide Receiver (WR) Split End (SE) Tight End (TE)	Defensive Backs = Strong Safety (SS), Free Safety (FS) Cornerback (RCB, LCB)
4. Offensive Line = Center (C) Guard (RG, LG) Tackle (RT,LT)	Special Teams = Kicker (K) Punter (P)

-----[43]

ALL-MADDEN

Player ratings

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	15	15	6	8

Running Backs

speed	power	breaking tackles	hands
-------	-------	------------------	-------

FB	8	10	13	11
HB1	9	8	15	15
HB2	6	10	12	7

Receivers

	speed	catching	breaking tackles	quickness
WR1	15	15	8	15
SE1	15	15	12	12
TE1	10	11	11	14
WR2	15	7	15	15
SE2	9	15	15	12
TE2	10	7	11	11

Offensive Line

	weight	pass blocking	run blocking	speed
C	273	14	15	10
LG	297	14	13	10
RG	294	11	15	10
LT	270	14	15	10
RT	279	14	15	10

Defensive Line

	speed	tackling	strength	pursuit
LE	10	10	15	12
LT	13	7	15	9
RT	5	7	15	12
RE	10	7	15	9

Linebackers

	speed	tackling	strength	awareness
MLB	8	14	15	15
RLB	8	9	8	15
LLB	13	12	15	14
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	15	12	15	15
FS1	10	8	7	15
RCB1	15	4	14	15
LCB1	15	13	0	15
RCB2	10	6	13	15
LCB2	5	7	6	9
FS2	5	10	15	15

Special Teams

	range	accuracy	consistency
K	12	12	12
P	15	3	13

-----[44]

Player ratings

Quarterbacks

QB	pass range	pass accuracy	speed	scrambling
	9	13	4	7

Running Backs

	speed	power	breaking tackles	hands
FB	3	8	2	7
HB1	4	3	0	11
HB2	3	4	0	8

Receivers

	speed	catching	breaking tackles	quickness
WR1	13	7	5	6
SE1	6	8	8	8
TE1	5	5	7	10
WR2	8	0	4	2
SE2	8	3	0	2
TE2	2	5	4	7

Offensive Line

	weight	pass blocking	run blocking	speed
C	294	11	10	5
LG	254	9	9	7
RG	281	11	12	0
LT	304	11	13	2
RT	300	5	9	0

Defensive Line

	speed	tackling	strength	pursuit
LE	2	3	6	3
LT	7	6	9	6
RT	8	14	13	10
RE	2	3	5	4

Linebackers

	speed	tackling	strength	awareness
MLB	8	10	3	4
RLB	11	2	10	1
LLB	13	3	10	2
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	8	7	12	2
FS1	5	1	3	3
RCB1	15	8	12	14
LCB1	7	1	5	12
RCB2	5	2	2	4
LCB2	8	2	0	7

FS2	10	3	8	4
-----	----	---	---	---

Special Teams

	range	accuracy	consistency
K	10	2	2
P	9	12	9

-----[45]

BUFFALO

Player ratings

Quarterbacks

QB	pass range	pass accuracy	speed	scrambling
	10	3	6	8

Running Backs

	speed	power	breaking tackles	hands
FB	8	7	7	0
HB1	6	7	15	11
HB2	6	2	3	0

Receivers

	speed	catching	breaking tackles	quickness
WR1	12	3	3	1
SE1	9	15	11	11
TE1	2	3	0	3
WR2	9	7	3	1
SE2	12	3	0	0
TE2	2	0	0	6

Offensive Line

	weight	pass blocking	run blocking	speed
C	283	12	13	0
LG	283	9	11	10
RG	280	6	7	5
LT	288	8	9	10
RT	300	4	8	3

Defensive Line

	speed	tackling	strength	pursuit
LE	5	4	3	3
LT	8	5	15	9
RT	10	2	4	3
RE	10	8	15	5

Linebackers

	speed	tackling	strength	awareness
MLB	8	9	15	3
RLB	8	9	8	15

LLB	13	5	8	9
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	15	15	14	5
FS1	5	9	0	15
RCB1	15	9	7	10
LCB1	5	7	6	10
RCB2	10	2	0	5
LCB2	15	3	0	4
FS2	5	2	0	10

Special Teams

	range	accuracy	consistency
K	10	5	5
P	3	3	3

-----[46]

CHICAGO

Player ratings

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	10	3	10	11

Running Backs

	speed	power	breaking tackles	hands
FB	8	4	4	10
HB1	10	10	7	13
HB2	4	1	6	3

Receivers

	speed	catching	breaking tackles	quickness
WR1	7	12	10	9
SE1	7	7	4	6
TE1	4	3	5	7
WR2	11	3	3	2
SE2	2	7	0	5
TE2	2	3	7	7

Offensive Line

	weight	pass blocking	run blocking	speed
C	265	10	10	6
LG	283	7	11	4
RG	269	5	8	3
LT	272	10	7	0
RT	274	10	7	0

Defensive Line

	speed	tackling	strength	pursuit
LE	6	5	3	3
LT	7	4	13	8
RT	5	9	13	11
RE	7	7	11	10

Linebackers

	speed	tackling	strength	awareness
MLB	3	6	10	10
RLB	6	11	12	10
LLB	13	7	10	5
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	5	4	4	4
FS1	5	4	6	5
RCB1	10	6	13	9
LCB1	5	3	9	8
RCB2	10	3	2	5
LCB2	8	3	0	6
FS2	5	5	10	5

Special Teams

	range	accuracy	consistency
K	3	13	13
P	5	2	7

-----[47]

CINCINNATI

Player ratings

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	8	12	8	12

Running Backs

	speed	power	breaking tackles	hands
FB	8	10	11	15
HB1	9	8	15	15
HB2	9	8	0	3

Receivers

	speed	catching	breaking tackles	quickness
WR1	9	3	15	12
SE1	15	7	15	15
TE1	10	15	11	8
WR2	6	7	3	1
SE2	6	11	7	2
TE2	4	7	11	8

Offensive Line

	weight	pass blocking	run blocking	speed
C	279	12	15	10
LG	276	9	15	0
RG	290	11	9	0
LT	277	12	15	10
RT	297	9	15	0

Defensive Line

	speed	tackling	strength	pursuit
LE	0	2	4	6
LT	3	6	1	9
RT	10	6	9	7
RE	10	5	3	3

Linebackers

	speed	tackling	strength	awareness
MLB	13	6	1	2
RLB	8	1	2	2
LLB	3	4	15	2
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	15	12	15	15
FS1	15	10	13	4
RCB1	10	6	13	15
LCB1	10	5	14	4
RCB2	10	1	6	9
LCB2	5	3	14	4
FS2	10	2	0	15

Special Teams

	range	accuracy	consistency
K	3	13	10
P	6	3	5

-----[48]

DENVER

Player ratings

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	15	4	10	15

Running Backs

	speed	power	breaking tackles	hands
FB	8	9	0	7
HB1	6	8	13	7
HB2	4	7	11	7

Receivers

	speed	catching	breaking tackles	quickness
WR1	15	15	12	12
SE1	9	3	15	13
TE1	10	7	11	11
WR2	12	11	7	4
SE2	6	7	3	9
TE2	2	11	0	3

Offensive Line

	weight	pass blocking	run blocking	speed
C	269	8	11	5
LG	271	11	9	5
RG	292	12	13	10
LT	305	5	10	5
RT	285	9	13	0

Defensive Line

	speed	tackling	strength	pursuit
LE	0	7	10	7
LT	8	11	1	9
RT	10	7	3	7
RE	10	5	3	8

Linebackers

	speed	tackling	strength	awareness
MLB	0	0	0	0
RLB	13	11	2	7
LLB	8	12	15	7
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	5	10	7	3
FS1	10	15	0	15
RCB1	5	10	6	8
LCB1	15	13	0	15
RCB2	15	2	7	3
LCB2	5	10	0	8
FS2	5	4	0	14

Special Teams

	range	accuracy	consistency
K	5	13	8
P	7	11	10

-----[49]

HOUSTON

Player ratings

Quarterbacks

	pass	range	pass	accuracy	speed	scrambling
QB	8		12		8	12

Running Backs

	speed	power	breaking	tackles	hands
FB	8	10	7		3
HB1	6	5	13		15
HB2	9	6	7		7

Receivers

	speed	catching	breaking	tackles	quickness
WR1	15	11	15		12
SE1	9	11	15		15
TE1	10	11	7		2
WR2	12	11	7		7
SE2	12	7	3		6
TE2	7	3	7		3

Offensive Line

	weight	pass	blocking	run	blocking	speed
C	272		9		5	0
LG	292		9		15	0
RG	292		9		15	10
LT	315		4		5	0
RT	298		12		13	0

Defensive Line

	speed	tackling	strength	pursuit
LE	10	3	4	6
LT	3	8	9	4
RT	10	5	15	5
RE	10	3	4	3

Linebackers

	speed	tackling	strength	awareness
MLB	8	6	9	1
RLB	13	5	8	7
LLB	3	6	1	15
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting	ability	pass	coverage
SS	10	13	14			15
FS1	10	3	0			14
RCB1	10	7	0			3
LCB1	15	7	13			3
RCB2	5	3	0			9
LCB2	5	3	6			3
FS2	5	7	0			10

Special Teams

	range	accuracy	consistency
K	13	15	1
P	15	3	13

-----[50]

KANSAS CITY

Player ratings

Quarterbacks

QB	pass range	pass accuracy	speed	scrambling
	11	6	5	4

Running Backs

	speed	power	breaking tackles	hands
FB	8	11	11	8
HB1	7	6	9	7
HB2	4	6	6	7

Receivers

	speed	catching	breaking tackles	quickness
WR1	5	10	9	8
SE1	5	9	3	7
TE1	2	3	2	5
WR2	3	9	3	4
SE2	6	5	4	2
TE2	5	5	0	3

Offensive Line

	weight	pass blocking	run blocking	speed
C	257	9	6	0
LG	300	6	13	5
RG	285	4	7	0
LT	300	6	14	10
RT	298	6	15	5

Defensive Line

	speed	tackling	strength	pursuit
LE	10	7	4	3
LT	10	8	11	8
RT	5	6	11	11
RE	10	4	4	9

Linebackers

	speed	tackling	strength	awareness
MLB	13	6	11	6
RLB	13	11	3	11
LLB	12	9	3	9
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	8	3	2	10
FS1	6	11	10	13
RCB1	15	10	9	15
LCB1	9	8	15	14
RCB2	5	6	6	5
LCB2	5	4	7	3
FS2	7	2	11	6

Special Teams

	range	accuracy	consistency
K	6	12	4
P	8	14	12

-----[51]

LOS ANGELES

Player ratings

Quarterbacks

QB	pass range	pass accuracy	speed	scrambling
	12	15	8	10

Running Backs

	speed	power	breaking tackles	hands
FB	6	6	11	11
HB1	4	8	11	3
HB2	6	6	3	15

Receivers

	speed	catching	breaking tackles	quickness
WR1	15	7	11	5
SE1	6	7	15	15
TE1	7	7	11	11
WR2	9	7	15	9
SE2	9	7	7	4
TE2	10	3	7	5

Offensive Line

	weight	pass blocking	run blocking	speed
C	284	9	7	0
LG	294	12	13	10
RG	292	4	6	10
LT	286	11	9	5
RT	293	12	13	10

Defensive Line

	speed	tackling	strength	pursuit
LE	0	6	3	3
LT	3	8	15	5
RT	10	12	10	8

RE	5	4	3	6
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Linebackers

	speed	tackling	strength	awareness
MLB	13	12	8	2
RLB	8	8	15	1
LLB	13	12	15	1
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	5	7	7	9
FS1	10	8	6	15
RCB1	15	4	0	4
LCB1	15	2	0	3
RCB2	5	1	0	15
LCB2	5	2	0	3
FS2	5	9	6	3

Special Teams

	range	accuracy	consistency
K	12	4	7
P	6	1	3

-----[52]

MIAMI

Player ratings

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	15	15	5	11

Running Backs

	speed	power	breaking tackles	hands
FB	8	9	8	3
HB1	8	6	5	11
HB2	4	7	5	5

Receivers

	speed	catching	breaking tackles	quickness
WR1	13	11	7	13
SE1	10	11	0	10
TE1	9	8	9	10
WR2	7	13	7	9
SE2	9	0	7	9
TE2	4	7	5	6

Offensive Line

	weight	pass blocking	run blocking	speed
C	284	6	9	10

LG	278	11	11	10
RG	276	9	11	6
LT	270	8	10	4
RT	293	4	5	5

Defensive Line

	speed	tackling	strength	pursuit
LE	0	6	13	5
LT	5	12	10	10
RT	10	4	4	7
RE	10	8	4	6

Linebackers

	speed	tackling	strength	awareness
MLB	3	13	15	9
RLB	5	6	9	8
LLB	11	7	8	9
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	11	6	12	10
FS1	13	12	13	5
RCB1	10	3	5	12
LCB1	5	4	0	3
RCB2	10	4	0	7
LCB2	5	3	0	4
FS2	8	5	7	6

Special Teams

	range	accuracy	consistency
K	15	10	10
P	11	4	11

-----[53]

MINNESOTA

Player ratings

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	8	6	10	12

Running Backs

	speed	power	breaking tackles	hands
FB	8	9	7	11
HB1	12	7	3	11
HB2	8	8	3	7

Receivers

	speed	catching	breaking tackles	quickness
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WR1	9	15	15	12
SE1	9	15	7	10
TE1	10	11	11	14
WR2	6	3	11	5
SE2	12	7	7	7
TE2	7	7	3	12

Offensive Line

	weight	pass blocking	run blocking	speed
C	259	9	2	10
LG	281	9	13	10
RG	291	5	8	0
LT	281	11	11	10
RT	298	6	13	0

Defensive Line

	speed	tackling	strength	pursuit
LE	10	5	2	6
LT	13	7	13	8
RT	5	7	13	11
RE	10	7	13	8

Linebackers

	speed	tackling	strength	awareness
MLB	8	14	13	15
RLB	3	9	13	8
LLB	8	7	13	9
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	15	15	15	17
FS1	10	12	13	10
RCB1	13	8	7	14
LCB1	10	14	6	3
RCB2	10	8	7	10
LCB2	10	2	6	4

Special Teams

	range	accuracy	consistency
K	10	10	6
P	5	4	7

-----[54]

NEW ENGLAND

Player ratings

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	5	8	5	4

Running Backs

	speed	power	breaking tackles	hands
FB	4	10	8	10
HB1	8	6	6	7
HB2	2	2	3	3

Receivers

	speed	catching	breaking tackles	quickness
WR1	5	7	6	10
SE1	11	6	13	12
TE1	4	8	3	6
WR2	6	4	4	4
SE2	7	7	6	9
TE2	7	2	2	4

Offensive Line

	weight	pass blocking	run blocking	speed
C	302	4	8	10
LG	265	11	12	10
RG	277	3	4	0
LT	289	6	12	3
RT	294	11	9	5

Defensive Line

	speed	tackling	strength	pursuit
LE	3	3	7	4
LT	3	10	15	12
RT	10	5	7	7
RE	7	8	11	5

Linebackers

	speed	tackling	strength	awareness
MLB	3	5	13	6
RLB	8	9	4	3
LLB	13	6	15	8
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	5	10	0	6
FS1	5	1	0	10
RCB1	5	7	13	10
LCB1	10	5	7	12
RCB2	5	2	0	8
LCB2	5	2	0	4
FS2	10	3	8	4

Special Teams

	range	accuracy	consistency
K	12	13	3
P	2	1	4

NEW YORK

Player ratings

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	12	11	6	8

Running Backs

	speed	power	breaking tackles	hands
FB	5	9	5	7
HB1	8	5	14	3
HB2	6	4	10	3

Receivers

	speed	catching	breaking tackles	quickness
WR1	10	7	3	6
SE1	6	5	9	9
TE1	5	8	3	11
WR2	6	6	5	6
SE2	5	6	5	7
TE2	3	0	3	5

Offensive Line

	weight	pass blocking	run blocking	speed
C	254	9	8	10
LG	280	9	9	5
RG	297	9	13	10
LT	316	5	11	5
RT	280	5	6	0

Defensive Line

	speed	tackling	strength	pursuit
LE	10	4	4	4
LT	3	9	5	10
RT	8	6	4	3
RE	6	8	15	12

Linebackers

	speed	tackling	strength	awareness
MLB	15	8	11	11
RLB	13	13	11	10
LLB	3	5	12	3
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	12	12	10	5
FS1	12	4	8	7
RCB1	12	3	3	5

LCB1	15	8	7	12
RCB2	7	1	0	7
LCB2	5	2	2	4
FS2	5	3	2	6

Special Teams

	range	accuracy	consistency
K	7	6	9
P	14	8	11

-----[56]

PHILADELPHIA

Player ratings

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	12	4	12	15

Running Backs

	speed	power	breaking tackles	hands
FB	6	9	3	7
HB1	4	6	11	11
HB2	6	6	3	11

Receivers

	speed	catching	breaking tackles	quickness
WR1	12	11	7	7
SE1	6	7	15	4
TE1	7	15	7	13
WR2	4	7	0	11
SE2	9	0	0	2
TE2	7	11	0	1

Offensive Line

	weight	pass blocking	run blocking	speed
C	278	9	7	0
LG	288	6	11	0
RG	286	11	11	5
LT	271	9	5	5
RT	275	6	13	5

Defensive Line

	speed	tackling	strength	pursuit
LE	10	10	15	12
LT	3	8	15	12
RT	10	9	15	9
RE	6	10	15	12

Linebackers

	speed	tackling	strength	awareness
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MLB	8	14	15	15
RLB	8	1	2	3
LLB	8	10	8	15
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	10	10	14	5
FS1	5	10	15	15
RCB1	15	4	14	15
LCB1	15	6	7	5
RCB2	10	1	0	4
LCB2	5	1	1	10
FS2	5	2	7	10

Special Teams

	range	accuracy	consistency
K	3	1	1
P	3	1	7

-----[57]

PITTSBURGH

Player ratings

Quarterbacks

QB	pass range	pass accuracy	speed	scrambling
	7	8	9	11

Running Backs

	speed	power	breaking tackles	hands
FB	7	9	8	10
HB1	9	7	9	3
HB2	5	4	3	8

Receivers

	speed	catching	breaking tackles	quickness
WR1	11	13	10	15
SE1	8	6	8	9
TE1	3	6	6	7
WR2	5	3	6	3
SE2	8	5	4	5
TE2	2	4	4	6

Offensive Line

	weight	pass blocking	run blocking	speed
C	276	6	5	10
LG	261	12	13	7
RG	278	9	14	10
LT	293	6	11	3
RT	266	8	10	6

Defensive Line

	speed	tackling	strength	pursuit
LE	8	7	7	10
LT	3	11	15	12
RT	10	8	10	8
RE	7	3	5	7

Linebackers

	speed	tackling	strength	awareness
MLB	8	6	10	5
RLB	13	9	15	7
LLB	3	3	3	5
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	13	12	12	4
FS1	10	7	15	4
RCB1	14	5	10	10
LCB1	9	8	9	13
RCB2	5	2	12	4
LCB2	11	4	4	8
FS2	5	3	9	3

Special Teams

	range	accuracy	consistency
K	10	10	13
P	3	3	3

-----[58]

SAN FRANCISCO

Player ratings

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	15	15	6	8

Running Backs

	speed	power	breaking tackles	hands
FB	8	10	13	11
HB1	6	10	12	7
HB2	9	7	3	3

Receivers

	speed	catching	breaking tackles	quickness
WR1	15	15	8	15
SE1	15	11	11	8
TE1	4	7	11	11
WR2	6	7	3	3
SE2	6	7	3	9

TE2	7	7	7	8
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Offensive Line

	weight	pass blocking	run blocking	speed
C	264	8	9	10
LG	257	6	15	10
RG	276	6	11	0
LT	299	12	15	0
RT	279	12	15	10

Defensive Line

	speed	tackling	strength	pursuit
LE	10	10	10	11
LT	3	8	2	6
RT	0	4	3	6
RE	10	8	9	7

Linebackers

	speed	tackling	strength	awareness
MLB	8	15	15	14
RLB	3	6	8	14
LLB	13	12	15	14
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	10	15	14	2
FS1	10	8	7	15
RCB1	15	10	13	8
LCB1	5	15	13	8
RCB2	5	2	0	8
LCB2	10	6	7	2
FS2	10	6	7	8

Special Teams

	range	accuracy	consistency
K	12	12	12
P	6	1	7

-----[59]

WASHINGTON

Player ratings

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	14	10	6	11

Running Backs

	speed	power	breaking tackles	hands
FB	6	10	7	7

HB1	7	8	10	7
HB2	5	7	4	5

Receivers

	speed	catching	breaking	tackles	quickness
WR1	12	10	12		13
SE1	9	11	11		15
TE1	6	7	5		8
WR2	11	10	9		12
SE2	6	7	4		7
TE2	2	2	0		6

Offensive Line

	weight	pass blocking	run blocking	speed
C	264	11	11	10
LG	272	6	12	10
RG	299	11	11	2
LT	299	12	15	10
RT	312	12	15	0

Defensive Line

	speed	tackling	strength	pursuit
LE	10	8	11	10
LT	2	6	15	7
RT	2	9	13	7
RE	10	6	13	11

Linebackers

	speed	tackling	strength	awareness
MLB	3	3	12	2
RLB	13	10	15	6
LLB	5	8	8	4
PLB	8	10	1	6

Defensive Backs

	speed	tackling	hitting ability	pass coverage
SS	5	11	12	4
FS1	5	8	11	9
RCB1	10	8	11	9
LCB1	15	3	11	9
RCB2	5	2	9	8
LCB2	12	4	10	5
FS2	6	4	9	5

Special Teams

	range	accuracy	consistency
K	2	9	7
P	8	13	11

-----[60]

For those of you who know nothing of the rules of football, here's an introduction to the basic principles of the game.

OVERVIEW

The main playing area is 53 12 yards wide and 100 yards long, divided into two 50 yard halves. At each end of the field is an additional ten yard section called the end zone.

Each team has 11 men on the field. At any point in the game, there is an attacking team, or offense, and a defending team, or defense. The offense is trying to score points, and in order to do that it's got to move the ball across the defense's goal line and into the end zone for a touchdown. Each touchdown earns the offense 6 points. The touchdown is the primary way to score points - there are a few other ways, but we'll talk about those later.

Most of the game runs like this: The two teams line up against each other on either side of an imaginary line. This imaginary line - the line of scrimmage - runs through the point on the field where the ball currently rests. The offense has four attempts to move the ball from the line of scrimmage to the defense's goal line. These attempts are called downs: first down, second down, and so on. If the offense manages to move the ball 10 or more yards closer to the defense's goal line, they get a new first down from the point where the ball came to rest. The teams now line up on the new line of scrimmage and the offense has four more attempts to move the ball ten or more yards.

[SEE JOHN MADDEN-P61.IFF]

-----[61]

If the offense either scores a touchdown or fails to gain ten yards in four downs, play passes to the other team, who become the offense and try to move the ball in the opposite direction - toward the other team's goal line. The game continues like this through four 15 minute quarters.

THE KICKOFF

The game begins with the visiting team kicking the ball from their 35 yard line toward the players of the home team. The home team catches the ball and runs toward the opponents' end zone. The kicking team pursues the player who caught the ball and tries to knock him to the ground, or tackle him. When the player carrying the ball is tackled or runs out of bounds (off the edge of the field), play stops and the referee marks the spot at which it happened. This is known as spotting the ball, and play resumes from here. The team that kicked the ball is the defense, and the team that caught the ball is the offense.

If the kick is caught in the end zone, the home team can touch the ball on the ground rather than run towards the center line. Known as a touchback, this action automatically sets the line of scrimmage on the 20 yard line.

THE SCRIMMAGE

Before each play begins, the two teams get in a circle - that is, they huddle - to discuss tactics. The offense plans a strategy intended to get the ball at least ten yards closer to the defense's goal line; the defense tries to anticipate the offense's plan of action and arrange their players in such a way as to prevent the offense from gaining yardage.

An important thing to remember about American football is that even though each team has only 11 players out on the field, there are actually 45 players per team. Depending on the offensive or defensive strategy chosen, different players are brought out. For example, if your team is the offense and you think that the only chance you have of gaining yardage is with a long pass, you want to bring out a lot of players that can run fast and catch well. Once a play has been chosen, the teams line up opposite each other along the line of scrimmage in formation. The formation varies depending on the strategy selected.

Between the two teams, along the line of scrimmage, is a neutral zone the length of the football. If a player from either side enters this area before the ball is brought into play, an offside penalty is called and five yards are taken from the offending team.

NOTE: Defense may enter the neutral zone with no penalty on two conditions:

1. They touch no offensive players, and
2. They return to the defensive side before the ball is snapped.

-----[62]

THE SNAP

The quarterback is the player in charge who calls the plays for the offense. On the quarterback's instructions, the offensive player holding the ball - known as the center - snaps the ball back to the quarterback. At this point, the ball is considered 'in play'. Players from both teams can cross the neutral zone and all breaks loose on the field.

The offense must now physically move the ball toward the defense's goal line. There are two ways to do this. The most obvious way is to carry the ball toward the goal line. This is known as a running play. The other method is to throw the ball forward to another player. They call this a passing play. Only one forward pass can be made per play. It can be passed to another player after this, but only if the player is level with or behind the passer.

OFFENSE: RUNNING PLAYS

Once the quarterback receives the snap, he can hand or pass the ball to another player behind the line of scrimmage, who then attempts to weave his way through the defense toward the goal line. Alternately, he can choose to run with the ball himself.

The defense tries to tackle the guy with the ball or force him out of bounds. If they succeed, the spot where the ball became 'out of play' is marked. This point is then compared with the original line of scrimmage. If 10 yards or more have been gained, a new first down is awarded. If less than 10 yards have been gained, the ball is spotted at its new yardage line and the next down is declared.

After each play, the current down and the number of yards needed to get another down are announced. For example, say it's the first down and the defense tackles the ballcarrier four yards in front of the original line of scrimmage. The next play would be described as 'second and six,' indicating that the offense was on its second down and now needed six yards to gain a new first down. The offense can also lose yardage. For instance, if the defense tackled the ballcarrier three yards behind the original line of scrimmage, the next play would be described as 'second and thirteen.'

The most common type of running play is the handoff, in which the quarterback literally places the ball in the hands of another player who is sprinting toward the defense's end zone. Another type of running play is the pitchout, in which the quarterback tosses the ball underhand to a player running wide toward the edge of the field.

-----[63]

OFFENSE: PASSING PLAYS

In passing plays, the quarterback throws the ball overhand to a receiver who attempts to catch it. If the receiver manages to catch the ball, he puts his head down and runs like hell toward the defense's goal line. If he's already in the end zone, it's a touchdown.

When performing a passing play, the quarterback waits for the snap and then drops back into an area known as the pocket - a momentarily safe area created by blockers, who are keeping the big defensive guys off him while he scans the field for a suitably placed receiver. Of course, dropping back into the pocket alerts every guy in the defensive front line that a pass is about to go down, so they try to blast through the offensive blockers, hoping to reach the quarterback or at least upset his throw. This is known as a pass rush. If the quarterback can't find an open receiver, he may have to make a run for it to avoid being tackled. This last ditch attempt to gain a few yards is called a scramble. If the defense does manage to tackle the quarterback behind the line of scrimmage, it's called a sack. getting sacked is a quarterback's worst nightmare.

A pass is declared complete when the receiver clearly has the ball in his possession - not in and out of his hands like a wet fish - and both his feet are within the boundaries of the field. If the ball isn't caught, then the pass is declared incomplete and the ball is spotted at its last position. For example, say the offense is on its second down with twelve yards to go. If their pass is incomplete, the ball is spotted again and play resumes at 'third and twelve.'

Occasionally a player on the defense manages to catch a ball thrown by the offense. This is known as an interception. As soon as a ball is intercepted, the defense immediately becomes the offense and is free to run the ball toward the opposite goal line.

It's against the rules for a player to impede another player - offense or defense - who is trying to make a catch. When this occurs, pass interference is called. If the defender interferes with an offensive receiver, the ball is spotted at the point where the interference occurred and the offense is given an automatic first down. If an offensive player interferes with a defensive receiver, a 10 yard penalty is given against the offense - that is, the ball is spotted 10 yards behind the line of scrimmage.

PUNTS

On the fourth down, the offensive team can choose to kick (punt) the ball toward the opponent's goal line. The center snaps the ball back about 15 yards from the line of scrimmage to the punter, who then kicks the ball into the defense's half as if it were a kickoff. The defense catches and takes possession of the ball, thus becoming the offense.

-----[64]

Punting is particularly useful when the offense is struck down on its half of the field and they don't think they can get a new first down. A long punt can drive the opposing team deep into their own territory and make it more difficult for them to gain enough yardage to score.

The offense can also fake a punt - the punter makes like he's going to kick, but at the last moment throws the ball to an open receiver or hands the ball to a fullback.

DEFENSE: GAINING POSSESSION

The defensive team has two goals in mind. The immediate goal is to keep the offense from gaining territory, making first downs, and scoring touchdowns. Keeping the offense at bay through four downs isn't easy, so the defense's secondary goal is to take possession of the ball and become the offense. This can be achieved by turnovers. One type of turnover, mentioned earlier, is the pass interception. The other is the fumble, when the offense accidentally drops the ball. If a defensive player manages to pick up or recover a fumbled ball, he's considered to have possession of the ball and is free to run it toward the opposing team's goal line.

AUDIBLES AND TIME OUTS

Once each team has called its offensive or defensive play, it lines up on the line of scrimmage. At this point, they try to guess the other team's strategy from the types of players they have on the field and the kind of formation they're in. The quarterback or defensive lineman who calls the plays may decide that the play or

formation he chose is inappropriate, given the apparent strategy of the opposing team. When this happens, there are two kinds of last minute changes he can make.

First, he can call an audible. An audible is a special pre-arranged play associated with a particular combination of numbers and words. It might be a trick offensive play or a defensive rush. By audibly calling out code words or numbers before the ball is snapped, the quarterback or linebacker alerts the team that the special play is replacing the one previously called.

If the coach decides he needs a complete change of formation, he can call a time out. During time outs, the game clock is stopped and the teams have 90 seconds to reorganize the play from scratch. Each team has three time outs during a half.

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SCORING POINTS

We've already mentioned the touchdown, but there are other ways to score, too. After a touchdown, the offense attempts to make a point after touchdown (PAT). The ball is spotted on the three yard line and snapped back about seven yards or so to a holder. The holder places the ball on the ground and orients it for the kicker, who attempts to kick it over the cross bar and between the goal posts. A successful PAT gives the offense 1 point.

The offense can also score from a normal down by kicking a field goal. This is rarely attempted from further out than 40 yards. It takes exactly the same for as a PAT: the center snaps to a holder, who orients the ball for the kicker. A successful field goal gives the offense 3 points. If the attempted field goal is unsuccessful, the defense takes possession of the ball at the spot where the kick was attempted.

The defense can also score in a situation known as a safety. This occurs when a defensive player tackles the ballcarrier in the offense's own end zone. This earns the defense two points.

THE TEAMS

Each team consists of a pool of 45 players, any 11 of which are on the field at the same time. Each team has a number of different 11-man configurations, divided into offensive defensive, and special teams. The latter are used mainly for kicking plays - kickoffs, field goals, punts and PATs.

Though there are many possible variations, a typical lineup can be divided into three main categories:

Linemen (or offensive line)	A center flanked by two guards, in turn flanked by two tackles. The tackles protect the backs from defensive rushes.
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Receivers	Two wide receivers and tight end at one end of the line. The wide
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receivers are usually fast and handy, while the tight end is a bigger and heavier receiver who can act as a blocker if necessary.

Backfield

The quarterback and two running backs (halfbacks, fullbacks, or both). The quarterback is the boss, calling the plays, doing most of the ball handling, passing, and even running occasionally. The fullback is the heaviest offensive back on the field, generally used for short running plays and

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protecting the quarterback. The halfback is a multi-function player who can run, block, receive, or even pass when necessary.

The defensive lineup can also be divided into three categories:

Defensive Line

Three or four big defenders, consisting of one or two tackles flanked by two ends. It's their job to block running plays through the center and rush the quarterback.

Linebackers

Three or four multi-purpose defenders who can chase runners or drop back to defend against passes. In a blitz defense, the linebackers may also rush the offensive line.

Defensive Backs

Four back line defenders, consisting of two safeties flanked by two cornerbacks. The defensive backs guard the area behind the linebackers called the secondary. They're the last line of defense against running backs and receivers.

[SEE JOHNMADDEN-P67.IFF]

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APPENDIX B: CONTROL SUMMARY

You control the player standing on the 4-arrow symbol. Move the joystick in the direction you want the player to run.

DEFENSE KICKOFF

Tap FIRE	Start kick and bring up Kick Meter
Joystick Right	Control next plare in team
Joystick Left	Control previous player in team
Jostick Up	Alet team to audible

Once team is alerted to audible:

Joystick Left	Normal formation
Joystick Up	Normal formation
Joystick Right	Onside formation

Using the Kick Meter:

Joystick Left	Aim kick to left side of screen
Joystick Right	Aim kick to right side of screen
Tap FIRE	Freeze Power Level and execute kick

SELECTING FORMATIOSEN AND PLAYS

Joystick Left	Scroll plays left
Joystick Right	Scroll plays right
Joystick Down	Go to parent Formation or Set
Hold FIRE,	Select Window A
Joystick Left,	
Release FIRE	
Hold FIRE,	Select Window B
Joystick Up,	
Release FIRE	

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Hold FIRE,	Select Window C
Joystick Right,	
Release FIRE	

OFFENSE - BEFORE THE SNAP

Joystick Down	Fake the snap
Tap FIRE	Snap the ball
Joystick Up	Alert team to audible

When team is alerted to audible:

Joystick Left	Trick play
Joystick Up	Anti-Blitz play
Joystick Right	Running play

OFFENSE - RUNNING PLAY

Joystick in any direction	Control ballcarrier
Tap FIRE,	Ballcarrier dives in direction held
Joystick in any direction	
Hold FIRE,	Gives ballcarrier extra umph
Joystick in any direction	
Joystick centered	Ballcarrier spins
Tap Fire	

OFFENSE - PASSING PLAY

Joystick in any direction Control Quarterback
Joystick Left, Right, or Up, Quarterback dives in direction held
Tap FIRE
Joystick centered Quarterback spins
Tap FIRE
Joystick Down, Bring up Passing Windows
Tap FIRE

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When the Passing Windows are up:

Hold Fire, Joystick Left, Select Window A
Release FIRE

Hold FIRE, Joystick Up, Select Window B
Release FIRE

Hold FIRE. Joystick Right, Select Window C
Release FIRE

Controlling the receiver once the ball is thrown:

Tap FIRE, Joystick in any direction Dive for ball in direction held

Hold FIRE, Joystick in Jump for ball in direction held

DEFENSE - BEFORE THE SNAP

Hold FIRE, Joystick Left or Right Change player under control

Joystick in any direction Control player

Hold Fire, Joystick Down Anticipate the snap

Hold FIRE, Joystick Up Alert team to audible

When team is alerted to audible:

Joystick Left Anti-Run play

Joystick Up Blitz play

Joystick Right Stunt play

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DEFENSE - AFTER THE SNAP

Joystick in any direction	Control player
Tap FIRE	Change control to player closest to the ballcarrier
Hold FIRE, Joystick in any direction	Jump to block or catch or dive to make a tackle

When player is in contact with the offensive ballcarrier, you can tap FIRE to try to strip the ball and cause a fumble.

KEYBOARD CONTROL

The following keys emulate joystick control

Z, X	Left, right
/, '	Down, up
Return	Fire

MISCELLANEOUS KEYS

F1	Pause Player 1
F10	Pause Player 2
Shift-Esc	Escape to menu

When in Pause mode, tapping FIRE calls a Time Out for the player's team.

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CREDITS FOR THE AMIGA VERSION

Programming: Gary Roberts
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 Player Sprites: Martin Calvert
 Music & Sound Effects: Jason A.S. Whitely
 Producer: Kevin Shrapnell & Jack Falk
 Assistant Producer: Scott Probin
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 Technical Assistance: Colin McLaughlan
 Product Manager: Susan Goerss
 Package Design: William Gin
 Package Art Direction: Nancy Waisanen
 Package Photography: David Powers and Don Transeth
 Quality Assurance: Bill Romer
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 Manual Layout: Jennie Maruyama
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About Gary Roberts

Gary started programming at college, where he did his A levels in Computer Science, Maths, technology and Electronics and wrote some games that gave plumbing problems to various networks and almost got him thrown out.

After college, it was on to the university, where he got a degree and some placements he'd rather forget about. Then IBM snatched him up and made him work on a CD-ROM-based ray-tracing multi-media project and some other things with lots of hyphens in them. During this time of collars, ties and corporate lunches, he worked on something called Pink Floyd: The Wall, now the Numero Uno demo on the Amiga.

He also wrote a game for the Amiga called TANX, which was published on Amiga Computing and Amiga Action. It was this kind of stuff that got the attention of Electronic Arts and their score of roving talent scouts. That, and the 231 CVs he sent us.

When Gary isn't sweating over other hot Amiga conversions, you'll find him flying models, gliding in various contraption, and basking in the worship of adoring females. As he blithely sums up: "It's a life."

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ORIGINAL JOHN MADDEN FOOTBALL CREDITS

Programmed by Jim Simmons
Graphics by Steve Quinn, At Alvia & Brian OHara
Production Assistance by Troy Lyndon & Michael Knox for the Park Palace roduction Team

John Madden Football designed by John Madden, Scott Orr & Richard Hilleman for Electronic Arts
Documentation: R.J. Berg

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